

nintendo
Wi-Fi
connection

NINTENDO DS™

TRANSFORMERS™

REVENGE OF THE FALLEN™

EmuMovies

INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



Wireless DS
Multi-Card
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.**

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.



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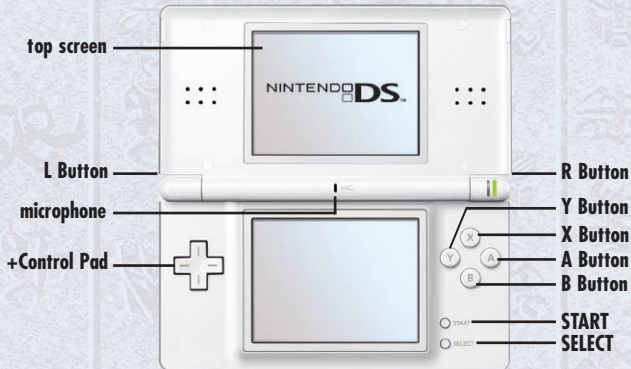
CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

1. Insert the *TRANSFORMERS™: REVENGE OF THE FALLEN™ AUTOBOTS™* Game Card into the Nintendo DS™ slot as described in your Nintendo DS™ instruction manual.
2. Turn the Power Button ON.

Note: The TRANSFORMERS™: REVENGE OF THE FALLEN™ AUTOBOTS™ Game Card is for the Nintendo DS™ system only.



BASIC CONTROLS

ROBOT MODE

Y Button	Melee Attack + Fire Ranged Weapon (while locked on target), Ground Pound (while in air)
X Button	Change Form into Vehicle Mode
B Button	Jump
A Button	Pick Up Object/Throw Object
L Button	Lock on Target (hold)
R Button	Switch Targets
+Control Pad	Move ←/→/↑/↓

VEHICLE MODE

Y Button	Brake/Reverse
X Button	Change Form into Robot Mode
B Button	Accelerate/Boost
A Button	E-Brake
+Control Pad	Accelerate/Brake ↑/↓, Steer ←/→

JET MODE

Y Button	Ranged Weapon Fire
X Button	Change Direction
B Button	Boost
A Button	Slow
+Control Pad	Steer ←/→, Climb/Dive ↑/↓
L Button	Lock-on Target

USING THE TOUCH SCREEN

Scan Button – Touch the **Scan Button** to enter Scanning Mode and scan computers and objects to add weapons and upgrades to your arsenal. To scan, press and hold the **L Button** while in Scanning Mode.



Change Weapon – Touch one of the weapon icons on the right of the Touch Screen to switch between the two weapons.

Radar – Locations of mission objectives, enemy units and friendly units are shown on the radar.

- Red Triangle – Enemy
- Green Triangle – Friendly
- Yellow Circle – Mission Objective

PLAYING THE GAME

WORLD MAP

The World Map is the main hub of the single player game. You can select a mission to play or access the Medical Bay on this screen.

PLAYING A MISSION

To play a mission, tap on the pulsing icon on the **World Map**. A pulsing icon means that mission must be completed in order to advance. Completing missions will cause other icons to appear on the World Map. These icons represent different types of missions. You can also replay missions to collect additional energon.

CUSTOMIZATION

You can upgrade character stats using the energon collected from missions by entering the Medical Bay via the World Map (or Main Menu). Here you can increase attributes such as Strength and Health. New weapons can also be installed on your character in the Medical Bay. New weapons are found by scanning special items spread throughout various levels in Single Player Mode, and gaining new ranks in Battle for Earth Mode.

MULTIPLAYER MODE

MULTI-CARD PLAY

To play a Multi-Card game, each player must have a Nintendo DS™ and a *TRANSFORMERS™: REVENGE OF THE FALLEN™ AUTOBOTS™* or *TRANSFORMERS™: REVENGE OF THE FALLEN™ DECEPTICONS™* Game Card.

HOSTING A GAME

If you choose to host a game you may set your own rules. From the Host Screen you can change teams, choose location or set the frag limit for the game.

When you're ready to start your game, choose **Start Game** from the Host Screen.

JOINING A GAME

To join a local game select **Join Game** from the Multiplayer Menu. Select the game you wish to join from the list to enter the Lobby. From here you may choose your team.

Select **Ready** when you're ready for the game to begin.

NINTENDO WI-FI CONNECTION

Nintendo Wi-Fi Connection allows multiple players to compete in Battle for Earth, an online TRANSFORMERS™ battle. To enter the Nintendo Wi-Fi Connection Setup screen, select **Battle for Earth** from the Main Menu and select **Nintendo WFC Setup**.

BATTLE FOR EARTH

The AUTOBOTS™ and DECEPTICONS™ are in a battle for Earth. By connecting to Nintendo Wi-Fi Connection, you'll be able to help your fellow AUTOBOTS™ save Earth from the DECEPTICONS™. Each daily battle corresponds to a challenge mission you complete offline, and then upload your results to the War Center game server. Your contributions to the battles will be rewarded with Experience Points and Ranks that will unlock new weapons.

For more information on the Battle for Earth, visit ds.transformersgame.com.

During wireless gameplay, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows *TRANSFORMERS™: REVENGE OF THE FALLEN™* AUTOBOTS™ owners to Battle for Earth against their enemies, the DECEPTICONS™, over the Internet in a tug-of-war for control of Earth's territories.

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection gameplay uses more battery power than other gameplay. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

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Note: All support is handled in English only.

Note: Multiplayer components of Activision games are handled only through Internet support.

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If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

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When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

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INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

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